



## Garbage Education Song as a Media to Build Environmental Care Character in Early Childhood

Khusniyati Masykuroh; Indah Mursyidah

Faculty of Teacher Training and Education, Universitas Muhammadiyah Prof. DR. Hamka, Indonesia

<http://dx.doi.org/10.18415/ijmmu.v10i6.4882>

---

### **Abstract**

The waste problem is still a global issue that significantly impacts environmental damage. One of the reasons for the high waste production rate is the need for more public awareness and concern for waste management. Creating an urgency for protecting waste education from an early age is crucial. In children's education, it is necessary to have supporting media so that the stimulation provided can be more optimal. The medium that is quite effective and also interesting for early childhood education is using songs. This study aims to analyze garbage educational songs as a learning media to build environmental care characters in early childhood. The research method used is development research which refers to the ADDIE model. One PAUD media, linguist, and music expert conducted song validation tests. The trial was conducted on 20 kindergarten students. Data were collected through interviews, recording, and filling out questionnaires. Data were analyzed using qualitative descriptive analysis techniques and quantitative descriptive statistics. The results of the study obtained a score of 92% on the PAUD media expert test, 80% on the language media expert test, 82% on the music expert test, 94% on the teacher assessment, and 90% assessment from students' parents. With these results, this song media is very good and appropriate for waste education media to be applied at school or home. This research implies that the developed garbage education songs are suitable as a learning media to build environmental care character.

**Keywords:** *Environmental Care Character; Song; Early Childhood*

### **Introduction**

The waste problem is still a global issue that continues to undermine and destroy the ecosystems in the universe, directly impacting the order of human life. Waste production continues to increase from year to year, and the lack of utilization of waste is becoming an increasingly severe problem, especially in Indonesia. As evidenced by data from the Ministry of Environment and Forestry (KLHK), in 2021, the total national waste will reach 68.5 million tons (Novellino, 2021). The high rate of waste production is becoming an increasingly severe problem following the discovery of information that the Average Index of Environmental Ignorance (IPKLH) in Indonesia in 2018 was 0.51, meaning that more than half of Indonesian people do not care about the environment (Central Statistics Agency, 2021). This level of environmental indifference refers to the behavior of Indonesian households in terms of air and air management, energy use, including personal transportation, and waste management. The high waste

management dimension shows that this dimension contributes significantly to the lofty regional indifference to the environment. Waste management and handling is the responsibility of the whole community. Awareness, the role, and contribution of the community are expected to be able to help overcome environmental problems, especially the problem of waste. This awareness can be pursued through education. Starting from Early Childhood Education, it is necessary to introduce at least the types of waste and their handling, the impact of garbage on the environment, and simple things you can do to reduce waste.

Education about the environment is an urgency that must be instilled from an early age to build the character of children who care about the environment. Providing waste education to children is vital because early childhood is the generation that will continue the nation and become the critical holders of civilization. From an early age, environmental education is expected to be a solid foundation for encouraging an attitude of caring for the environment (Azis et al., 2021; Masykuroh et al., 2022). Therefore, habituation of character and environmental education, especially in waste management, must be taught early so that in the next few years, the earth and this environment are still safe and comfortable to live in (Rahmawan, 2019). Early childhood education can be a stimulatory effort carried out with educational stimuli to help the process of growth and development of children both physically and spiritually so that children are ready to undergo further education as well as an interactive process that can encourage learning as an effort to do more, add new knowledge, and skills through strengthening specific practices and experiences (Maghfiroh & Suryana, 2021; Susanto, 2021). One of the goals of early childhood education is to provide a robust and comprehensive foundation for lifelong learning and to gain safety by fulfilling each child's social, emotional, cognitive, physical, and moral requirements. Other literature states that early childhood education is suitable for building children's character and personality (Mesiono et al., 2020; Sun et al., 2021). It is essential to implement character education as early as possible for children, including environmental and waste education. Children need to be introduced to the types of waste, the dangers of waste if it is not managed properly, and how to manage waste.

Early childhood is the golden age where children are susceptible to stimulation, an excellent opportunity for character building. Some of the characteristics of early childhood are curiosity and high imagination, so engaging media are needed to educate children (Prawiro, 2020; Primayana, 2020). A study was conducted on 6705 children to convey the message "Reduce, Reuse, Recycle" to their families to involve them in sustainable waste management (Maddox, P., Doran, C., Williams, ID, & Kus, 2011). Apart from increasing children's understanding of waste management, this program can also show participation in efforts to minimize pestilence and family involvement as part of the community in reducing waste. The process of environmental education, especially in terms of waste management, is recommended to be carried out from an early age (Desa, A., Kadir, NBYA, & Yusooff, 2012; Dholina Inang, P., Ragil, K., & Mustofa, 2015; Solehuddin, M., & Adriany, 2017; Sudiatmika, IDPA, Cahyawan, AKA, & Buana, 2014). The Director General of Early Childhood Education, Basic Education and Secondary Education, Jumeri, STP, MSI, provides education to build public awareness of acting wisely in producing, consuming, and managing waste, including by launching a Clean and Healthy Behavior program in schools for Early Childhood Education and Elementary levels, Sanitation Development, and Learning Enrichment Books (Ministry et al., 2021). The process of successful waste handling in Indonesia is still long and needs a lot of public awareness. The use of technology and consistent campaigns need to be carried out continuously. One of the ways to campaign waste education effectively is through interesting media.

Based on a preliminary study conducted through filling out questionnaires by teachers from various PAUD institutions in Jakarta, Bogor, Tangerang, and Bekasi City, it was found that the majority of early childhood education institutions still need to provide qualified waste education to children. The biggest obstacle to these problems is that schools still need to have unique learning media to provide waste education and shape the character of caring for children's environment, so learning about waste education and caring for the environment has yet to be implemented in PAUD institutions. Another cause

is the teacher's limitations regarding educational material waste, activities that can be provided to stimulate the formation of environmentally caring characters in early childhood, and the lack of facilities that can support teachers in making this happen. Against this background, the idea emerged that it was necessary to create exciting learning media to provide education and environmental literacy for early childhood, especially how to manage and utilize waste, where the media can be one of the facilities that can support teachers in implementing waste education. The use of media makes student easier to learn something and can increase study results (Nurrita, 2018; Silvia & Wirabrata, 2021) . The result of media learning development is not only produced physical devices (hardware ), like books, educational tools, teaching modules, etc, but also includes devices such as software applications, songs, and other digital devices (Haidir and Salim, 2019) .

In early childhood education, songs can be an effective medium in providing learning. Children's songs are a variety of sounds and rhythms accompanied by musical instruments with lyrics that tell about an experience. This incident is felt or experienced by children and can also explain something. Children's songs have light melodies with simple rhythms that are easy for children to listen to and follow. Songs or music can be practical and fun learning tools and media for children because singing and musical accompaniment can train the brain's coordination with the child's senses. Likewise, building habits can be stimulated through lyrics encouraging children's knowledge and creativity, including prohibiting waste management and environmental care character. This description can give the idea that songs and music are inseparable from the world of early childhood education. The benefits of songs not only tend to the development of the left brain but can also make connections between the left brain and the right brain stronger, besides that song can also affect early childhood development (Aditya Pradana et al., 2021; Andita & Desyandri, 2019) . However, following the rapid growth of the era, especially entering the digital and technological age, children's educational songs are increasingly experiencing a decline. Today children often sing adult romance songs or troubled stories of teenager songs. Meanwhile, educational songs, especially for early childhood, are increasingly rare. Suprihatien's research states that children's songs in Indonesia have been experiencing a crisis this decade. One reason is that it is increasingly challenging to find creators and fans of children's songs (Suprihatien & Rini Damayanti, 2020) . This situation motivated the researcher to be able to develop and multiply educational and inspiring early childhood songs.

Some of the characteristics of the development of children's songs at this age need to be considered, including simple rhythms, any repetition or repetition, ambitus or pitch range in singing not too high and not too low, the rhythm of the song is not complicated, melodies are beautiful and easy to follow, volume sung at a standard level, slow or medium tempo, and uses diction that is easy to pronounce. The effectiveness of time in listening to songs in early childhood is entirely relative, but repetition is the best way. Among them is listening to songs four times a week for 30 minutes (Itot Bian Raharjo, Linda Dwiyanti et al., 2018; Rona, 2020) . In other words, if children listen to educational trash songs regularly, they can add insight, increase children's brain development, and indirectly shape the character of caring for the environment in children.

In line with the background and preliminary studies stated previously, the author intends to contribute to developing waste education media in early childhood by developing songs. The songs as media learning were created using the ADDIE development method and the stages explained in the following discussion. Developing song media as waste education for early childhood was carried out because of the crisis of children's songs in Indonesia and the need for waste education media which is an obstacle in PAUD institutions and at home. Apart from that, it is hoped that the development of this garbage educational song can make it easier for educators and parents to provide garbage education to children, campaign through songs to increase public awareness of the importance of garbage education and participate in supporting children's educational songs, especially in Indonesia.

## Methods

The method used in this study is development research ( Research and Development) by applying the five stages of the ADDIE model, namely the development research model with the stages: Analysis (Analysis), Design (Design), Development (Development), Implementation (Application), Evaluation ( Evaluation ) (Cahyadi, 2019; Rayanto & Sugiyanti, 2020) . This model was chosen based on the consideration that this model is reasonably practical and systematically applied in media development.

Developing song media starts from prior learning through distributing questionnaires regarding waste education, designing lyrics and song concepts with waste education materials, and making musical arrangements for the recording stage. The finished songs were tested for validation by three experts: PAUD media, linguists, and music experts. This research was conducted at RA Ibnu Sina Bogor with test subjects, namely 20 children in group B through filling in the assessment instrument by the teacher and parents/guardians of students from class B. The data type used in this research is grouped into qualitative and quantitative. The qualitative data was obtained through interview results. Quantitative data were obtained by calculating the assessment results as a number or number variable. The data collection technique used is filling out a questionnaire and supporting evidence. The instrument grids used are presented in Table 1 below.

Table 1. Media validation instrument grid

<b>N0</b>	<b>Dimensions</b>	<b>Indicator</b>	<b>Item Number</b>	<b>Number of Items</b>
1	Media	1. Effective media to provide education to early childhood	1	1
		2. Can encourage the achievement of learning objectives	2	1
		3. Can stimulate thoughts, feelings, attention, and the flow the message and content of the lesson	3	1
		4. It can help the learning process becomes more meaningful	4	1
2	Garbage Educational Materials	5. Explanation of the types of waste	5	1
		6. Introducing the concept of 3R ( <i>Reduce, Reuse, Recycle</i> )	6	1
		7. Invite children not to pile up lazy trash	7	1
<b>Amount</b>				<b>7</b>

Table 2. The lattice of language validation instruments

<b>No</b>	<b>Dimensions</b>	<b>Indicator</b>	<b>Item Number</b>	<b>Number of Items</b>
1	language	1. Use simple vocabulary	1	1
		2. Use catchy words	2	1
		3. Use diction that is easy for children to understand	3	1
		4. Song lyrics are explicit and not wordy	4	1
2	song lyrics	5. Song lyrics have a message that is not implied and has a precise meaning	5	1
		6. The song lyrics are simple and not complements	6	1
<b>Amount</b>				<b>6</b>

Table 3. Music validation instrument lattice

No	Dimensions	Indicator	Item Number	Number of Items
1	Early Childhood Songs	1. Songs can communicate experiences or information that children can easily digest	1	1
		2. Songs use words that are easy for children to say	2	1
		3. Songs related to children's activities	3	1
		4. Songs tend to be short and simple	4	1
		5. There are messages and moral values	5	1
		6. Songs contain repetition or repetition	6	1
		7. The melody is simple and sounds cheerful	7	1
		8. Volume is neither too high nor too low	8	1
		9. The tempo of the song is 4/4 or not too slow	9	1
2	Music Arrangement	10. Use basic chords with infrequent fundamental changes	10	1
		11. The tone quality is in the form of MP3 audio	11	1
		12. The song is not very complimentary	12	1
<b>Amount</b>				12

Table 4. Field trial instrument grid

No	Dimensions	Indicator	Item Number	Number of Items
1	Attractiveness	1. The song has an interesting arrangement to listen to	1	2
		2. The song lyrics sound clear	2	
2	Motivation	3. Children are enthusiastic to listen	3	2
		4. Son wants to try his song	4	
3	convenience	5. Song lyrics are easy for children to understand	5	1
		6. Songs can help children apply knowledge about the type and management of waste	6	
4	Usefulness	7. Songs can make it easier for teachers/parents to provide waste education to early childhood	7	3
		8. The use of songs involves children actively in the learning process _	8	
<b>Amount</b>				8

The data obtained from filling out the questionnaire were analyzed using descriptive qualitative analysis and quantitative descriptive statistics. The qualitative descriptive data analysis technique collects research results from impressions, comments, criticisms, and suggestions for improvement from media experts, linguists, music experts, and teachers' and parents' assessments of grade B students. The results of this analysis become material for revising the product to be more optimal. As for the consequences of quantitative data analysis, namely in the form of a percentage of product feasibility and responses from research subjects which were then analyzed using the criteria for making healthy early childhood song media, a decision was made about whether or not this song media was appropriate to be developed.

## Finding and Discussion

The research results from the development of this media are products in the form of media educational garbage songs for early childhood. This media was developed to provide knowledge and increase awareness of caring for the environment and a simple way of handling waste for early childhood through songs. These garbage educational songs can be a fun and interesting learning tool for children so that the messages conveyed can be more effective and easily accepted by children. This statement is supported by several comments and input obtained through field trials, namely assessments from the teachers and parents of the students involved. In this development, the song media has undergone a validation test process from PAUD media experts, linguists, and music experts, and the assessment of teachers and parents of group B students at RA Ibnu Sina Bogor City. The trash education songs can be accessed via the Indah Mursyidah YouTube channel.

This garbage educational song is developed using the ADDIE model through five stages: Analysis, Design, Development, Implementation, and Evaluation. In the first stage, the researcher analyzed that it was necessary to develop learning media to educate children to sort waste. Data found that the media used by teachers still needs to be improved in cultivating the character of caring for the environment, especially waste education. The learning media will be developed in the form of garbage educational songs. The development was carried out because Indonesian children's songs are currently very limited, so it is expected to be an effective medium for teaching environmental care characters to children.

The second stage in this research is the design stage or media design. The data obtained from the previous step is the initial information in the media development process by adjusting to the reality and aspects of the needs needed. The activities carried out at this design stage are collecting data and completing the song concept. Data was collected from various components used to develop educational songs, including preliminary learning analysis and field observations, collection of garbage education materials to be packaged into song lyrics, tuning of the tone, and the arrangement of the songs used. A group of good children's songs with exciting vocals was also carried out at this design stage as a reference in making garbage educational songs. After collecting the data, the next step is to develop the song concept, the message conveyed in each piece of music, and the song's final form to be created. The third stage is development. At this stage, the media designs that had been made previously began to materialize, from making song lyrics according to early childhood waste education materials, pitching, and musical arrangements to sound recordings.

The researcher developed empathy for garbage educational songs with the titles *Let's Reduce Garbage, Sort, I Save First, and Garbage Heroes*. Song creation uses the Score Creator application to create melodies in sheet music and the Bandlab application, a digital musical instrument application, to create songs. The application was chosen because its features are complete and easy to use. The stages of song development can be seen in the following pictures.



Figure 1. Stages of making song lyrics and melodies using the Score Creator application

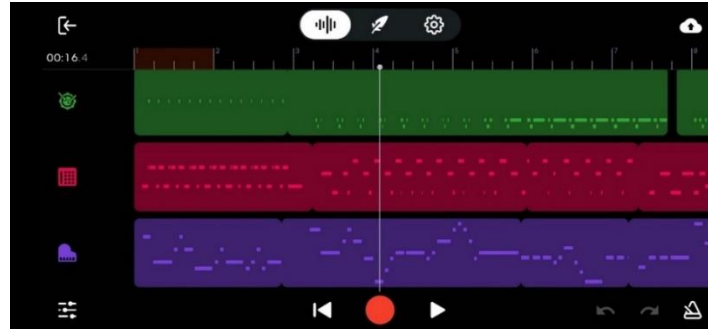


Figure 2. Stages of making music arrangements using the Bandlab application

In the next stage, after the creation process, the developed garbage educational songs were assessed by media experts, linguists, and music experts. In addition to providing an assessment, the experts also provided input for improvements so that the song being developed was in accordance with the development goals. The validity of the results of PAUD media experts was 92%, which means very good, and provided input on the addition of three types of waste at the beginning of the stanza of the title song "Pilah," additional lyrics explaining the color of the trash can types \_ trash of the Pilah song, the words bread and milk wrappers replaced with food and drink packaging. The validation of the results of the linguists is 80%, which means very good and provides several inputs such as the order of the words Pilah and if the position of the song "Pilah" is changed so that the meaning is more systematic; pay attention to the effectiveness of terms such as avoiding the use of the word "and" at the beginning of a sentence, using capital letters and correct punctuation. Music experts validate 82%, which means very good, and provide input on using the word "processed" in the song lyrics to be replaced, selected, and sorted, as well as choosing simple words according to the child's age.

After obtaining validation, the researcher improved the song product by considering input from PAUD media experts, linguists, and music experts to be tested at the next stage, namely the implementation stage. The song media realized as a prototype was tested on 20 group B students at RA Ibnu Sina through the supervision of teachers and parents. The teacher's eligibility assessment results at this stage were 94% and 90% of the assessment from parents, which means very good. The next stage is the evaluation stage. In this fifth stage, data collection was carried out through expert questionnaire assessments and trial results assessed by teachers and parents of children. The evaluation in this study was carried out in order to find out the weaknesses of the garbage educational song media that was developed so that it becomes an improvement material for the product being developed. Based on the analysis of the validity of the song media, which can be seen in Table 7, the songs developed for waste education are very good and suitable for use in early childhood.

Table 7. Percentage of Validity Test Results

NO.	Subject	Result Validity (%)	Percentage Qualification
1.	PAUD Media Expert Test	92%	Very good
2.	Language Expert Test	80%	Very good
3.	Musician Test	82 %	Very good
4.	Teacher of RA Ibn Sina	94%	Very good
5.	Parents of RA Ibn Sina's Disciple	90%	Very good

The success factors in developing this song include interesting musical arrangements with pocket educational materials packaged in attractive song lyrics and easy for children to follow. According to the National Association for Youth Education, early childhood is children aged 0-8 years, where the process of human growth and development develops rapidly in various aspects (Prawiro, 2020). The primary basis for simulating and carrying out approaches in early childhood education following children's

developmental needs and interests is to foster a great sense of interest and curiosity about their environment. This early age, known as the golden age ( Golden Age), is also a critical period for character formation. That is why the influence of the media in early childhood learning is undoubtedly huge because early childhood is someone who is in the process of growth and development both intellectually, emotionally, linguistically, and socially (Maghfiroh & Suryana, 2021) , so some media or suggestions are needed to development simulation.

Learning media is a tool that can help the teaching-learning process so that the aims and objectives of education can be achieved more effectively and efficiently (Nurrita, 2018) . The resulting product from not even media development only shaped the device's physical (hardware ) , for example, books, tools, game educative, teaching modules, and others so, but also included instruments such as software applications, songs, and other digital devices(Haidir and Salim, 2019) . Various strategies can provide effective learning in early childhood, including using songs (Rantina et al., 2019) . Through fun songs, children learn to know new knowledge in their environment (Septiani & Yeni, 2021) . Song or music is one of the effective media in educating children, whether it's from moral, social, knowledge, or environmental values.

Singing is also one of the skills that PAUD teachers must have so that the learning process is more expressive and fun. In addition, in Toto-chan's book, which tells about childhood education in Tomoe Gakuen, Japan, learning using song media is also applied. One is to train concentration, rhythmic movement, artistic expression, and music. Songs for early childhood tend to be simple, but making them is not easy because guidelines must be filled in so that they can choose the right songs for children. These songs make children happy and can guide and provide insight into children (Andita & Desyandri, 2019) . Based on some of these studies, songs are one of the media that is very appropriate to be used as a learning media for early childhood, including providing garbage education.

## **Conclusion**

This development research resulted in an empathetic media garbage educational song for early childhood which was developed through five stages of the ADDIE development model. The songs are entitled *Let's Reduce Garbage, Sort, I'll Save First, and Garbage Heroes*. Based on product trials, these songs are suitable for use as a medium for educating children of this age. They can be applied at school or home and improve children's interest and motivation to care more about waste and the environment. This study can be continued with further research to determine the effectiveness of songs in increasing children's environmental care character, especially in managing blanks, and also for analysis with other purposes.

## **References**

- Aditya Pradana, K., Peristiwati, Y., Dian Ellina, A., Widiyanto, A., & Tri Atmojo, J. (2021). The Influence of Health Education Animated Children's Songs on Knowledge of Handwashing with Soap (Ctps) of School-Age Children During the Covid-19 Pandemic in Gembol Ngawi Village. *Avicenna: Journal of Health Research* , 4 (1), 24–33. <https://doi.org/10.36419/avicenna.v4i1.456>.
- Andita, CD, & Desyandri, D. (2019). The Influence of Using Music on the Learning Concentration of Elementary School Children. *Educative : Journal of Educational Sciences* , 1 (3), 205–209. <https://doi.org/10.31004/edukatif.v1i3.50>.
- Ardipal, A. (2021). Utilization of Children's Songs as a Media for Character Development in Early Childhood Education at Early Childhood Education, Cahaya Hati, South Solok Regency. *Image* , 18 (2), 114–120. <https://doi.org/10.21831/imaji.v18i2.30037>.



- Azis, DM, Antara, PA, & ... (2021). Environmental Care Character Instrument in Early Childhood Education. *Journal of Children's Education ...* , 10 , 25–32.
- Central Bureau of Statistics. (2021). *Indonesia Environmental Statistics* . Central Bureau of Statistics. <https://www.bps.go.id/publication/2021/11/30/2639657be1e8bd2548469f0f/statistik-environmental-life-indonesia-2021.html>.
- Cahyadi, RAH (2019). Addie Model Based Teaching Material Development. *Halaqa: Journal of Islamic Education* , 3 (1), 35–42. <https://doi.org/10.21070/halaqa.v3i1.2124>.
- Desa, A., Kadir, NBYA, & Yusoooff, F. (2012). Waste Education and Awareness Strategy: Towards a Solid Waste Management (SWM) Program in SMEs. *Procedia-Social and Behavioral Sciences* , 59 , 47–50. <https://doi.org/https://doi.org/10.1016/j.sbspro.2012.09.244>.
- Dholina Host, P., Ragil, K., & Mustofa, A. (2015). Early childhood education: "recognition and management of waste as a form of national character. *Inproceedings of the National Seminar, Utilization of Science and Technology in Building Food Security* , 1 , 237–244.
- Haider and Salim. (2019). *Educational Research (Methods, Approaches, and Types)* (Ihsan Satya Azhar MA (ed.)). DATE. [https://books.google.co.id/books?hl=en&lr=&id=2fq1dwaaqbaj&oi=fnd&ots=wrks51olkm&sig=u1ku1KuPu\\_kuPM MMMMMMMMMMMMMMMMMMMM&SIG=U1Ku1Epage & Q = Salim's Educational Research & F = False](https://books.google.co.id/books?hl=en&lr=&id=2fq1dwaaqbaj&oi=fnd&ots=wrks51olkm&sig=u1ku1KuPu_kuPM MMMMMMMMMMMMMMMMMMMM&SIG=U1Ku1Epage & Q = Salim's Educational Research & F = False).
- Itot Bian Raharjo, Linda Dwiyanti, EK, Iswantiningtyas, V., & Agustina, Ayu Titis Rukmana Sari, R. (2018). Creation of "Model Songs" for Early Childhood Learning Stage II. *Journal of Abdimas* , 1 (1), 133.
- Ministry, Directorate General, Child Education, & Early Childhood. (2021). *Development of Plastic Waste Handling Education (EPSP) in New Paradigm Learning (PPB) in PAUD Units* .
- Maddox, P., Doran, C., Williams, ID, & Kus, M. (2011). The role of intergenerational influence in waste education programs: The THAW Project. *Waste Management* , 31 (12), 2590-2600. <https://doi.org/https://doi.org/10.1016/j.wasman.2011.07.023>.
- Maghfiroh, S., & Suryana, D. (2021). Learning in Early Childhood Education. *Journal of Tambusai Education* , 05 (01), 1561.
- Masykuroh, K., Yetti, E., & Nurani, Y. (2022). The Role of Parents in Increasing Children's Environmental Awareness and Attitudes. *Educational Administration: Theory and Practice* , 28 (1), 133–142. <https://doi.org/10.17762/kuey.v28i01.472>.
- Mesiono, M., Vanni, SO, & Zairina, N. (2020). The Effect of Using Audio Visual Media on the Cognitive Development of Children Aged 5-6 Years in Kindergarten Dwi Utama Deli Serdang. *Raudhah Journal* , 8 (1), 58–68. <http://jurnaltarbiyah.uinsu.ac.id/index.php/raudhah/article/view/586>.
- Novellno, A. (2021). 2021 Plastic Waste Increases to 11.6 Million Tons, Ministry of Environment and Forestry insinuates online shopping. *CNNIndonesia* . <https://www.cnnindonesia.com/nasional/20220225173203-20-764215/sampah-plastic-2021-naik-ke-116-juta-ton-klhk-sindir-belanja-online#:~:text=Ministry of Environment and Forestry, tons%2C contributed by plastic waste.>
- Nurrita, T. (2018). *Development of Learning Media to Improve Student Learning Outcomes* . 03 , 171–187.

- Prawiro, M. (2020). *Character Education: Definition, Function, Purpose, and Urgency*. Maxmanroe. Com. <https://www.maxmanroe.com/vid/general/dinding-character.html>.
- Primayana, KH (2020). Improving Fine Motor Skills With the Help of Collage Media in Early Childhood. *Purwadita: Journal of Religion and Culture*, 4 (1), 91–100. <http://jurnal.stahnmpukuturan.ac.id/index.php/Purwadita>.
- Rahmawan, D. (2019). Design of Environmental Education Vehicle Cabin Space Regarding Garbage in the Ade Irma Suryani Nasution Traffic Park. *E Art & Design Proceedings*, 5, 2.
- Rantina, M., Hasmalena, H., & Yosef, Y. (2019). Musescore Application-Based Song Development in the Development of Early Childhood Development Aspects. *Journal of Obsession: Journal of Early Childhood Education*, 4 (1), 438. <https://doi.org/10.31004/obsesi.v4i1.351>.
- hue. (2020). Old Response Babies Need to Listen to Songs. *Medcom. Id*. <https://www.medcom.id/rona/keluarga/Rb10wxzN-seberapa-lama-bayi-perlu-menengarkan-lagu>
- Septiani, WE, & Yeni, I. (2021). Song Stimulation in Early Childhood Art Development. *JCE (Journal of Childhood Education)*, 5 (1), 96. <https://doi.org/10.30736/jce.v5i1.498>.
- Silvia, KS, & Wirabrata, IDGF (2021). Improving Early Childhood Vocabulary Through Wordwall Media. *Journal of Early Childhood Education Undiksha*, 9 (2), 261. <https://doi.org/10.23887/paud.v9i2.36814>.
- Solehuddin, M., & Adriany, V. (2017). Kindergarten teachers' understanding of social justice: stories from Indonesia. *SAGE Open*, 7 (4). <https://doi.org/10.1177/2158244017739340>.
- Sudiatmika, IDPA, Cahyawan, AKA, & Buana, PW (2014). Trash grabber educational game application to get to know the types of trash on Android-based smart phones. *Merpati Scientific Journal (Information Technology Academic Research Tower)*.
- Sun, N., Kumar, PM, & Manickam, A. (2021). Educational philosophy and theoretical perspectives for self-development in early childhood education. *Aggression and Violent Behavior*, 101718. <https://doi.org/10.1016/J.AVB.2021.101718>.
- Suprihatien & Rini Damayanti. (2020). Moral Values in Old Age Children's Songs. *Journal of Research Innovation*, 1 (4), 159. <http://jurnal.umt.ac.id/index.php/nyimak>.
- Susanto, A. (2021). *Early Childhood Education: Concepts and Theories* (Suryani (ed.); first). PT Bumi Aksara. [https://books.google.co.id/books?hl=id&lr=&id=O0xWEAAAQBAJ&oi=fnd&pg=PP1&dq=info:Cdb5GJkwf7gJ:scholar.google.com/&ots=woqTyA3JQO&sig=dnXTID8Zux1jIkh3iK-L1K6cSQQ&redir\\_esc=y#v=one\\_page&q&f=FAKE](https://books.google.co.id/books?hl=id&lr=&id=O0xWEAAAQBAJ&oi=fnd&pg=PP1&dq=info:Cdb5GJkwf7gJ:scholar.google.com/&ots=woqTyA3JQO&sig=dnXTID8Zux1jIkh3iK-L1K6cSQQ&redir_esc=y#v=one_page&q&f=FAKE).

## Copyrights

Copyright for this article is retained by the author(s), with first publication rights granted to the journal.

This is an open-access article distributed under the terms and conditions of the Creative Commons Attribution license (<http://creativecommons.org/licenses/by/4.0/>).